Act 1, Scene 2-Rough Draft Copy

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[1.2.0-Scene Summary]

SCENE PURPOSE

This scene is meant to take the player from the core introductory concepts that were quickly thrown at the player and teach them actually how to “learn” things in game. This will be the beginning of the player’s introduction to the game concepts of their ‘brain’ and ‘knowledge’ gathering etc.

SCENE OVERVIEW

SCENE DIALOGUE SECTIONS [SDS]

[1.2.1-Consequences of the Choice] READERS START HERE

[SDS: 1] Reactions to First Choice

**[1.2.1.1]**

*Source: 1.) I choose to participate in the simulation. This artificial existence is unbearable—I need to escape and find something better than this.*

I am sorry to hear that, but at least you have an opportunity for a different life. Of course, you have to endure your artificial life for some time still; but we hope we can give you a temporary escape as you help us work through the simulation objectives.

**[1.2.1.2]**

*Source : 2.) I choose to participate in the simulation. The life I had seemed fulfilling, but I can’t accept living in a lie, some creation of my mind. I need to find what’s real.*

Ah a knowledge seeker! That will serve you well as much of this experience is just about that—building your knowledge in your simulated brain. We will touch on that more in minute.

**[1.2.1.3]**

*Source: 3.) I choose to participate in the simulation. I don’t buy this whole story, but it sounds like a fun game. Why not?*

I understand that was a lot to take in. I must admit it’s concerning that you may not take the stakes of the simulation as seriously as we would like, but hopefully you can find engagement through other methods. Perhaps the kind of risk taking you might engage in could be useful as well.

**[1.2.1.4]**

*Source: 4.) I choose to participate in the simulation. If there's a chance to save humanity, I have to try. This could be my purpose.*

That’s a noble reason to join. We have had few prisoners so far that have this motivation. I assume your imprisonment by association is a big reason for this. I have confidence that you are different.

**[1.2.1.5]**

*Source: 5.) I refuse to participate in the simulation. I don’t believe your story, and this so-called 'game' doesn’t sound enjoyable anyway.*

Well, I understand. It was a concern of mine right from the beginning that there was not enough fun for those that didn’t find the information along compelling. I ask you to give me another chance please. Even if I can never convince you of the situation we are in, I would hope that you will find the simulation a fun and engaging experience to participate in. Give me some time and I will get it there…a few more hours of your time.

**[1.2.1.5.1]**

1.) No. I stand by my decision. I don’t want to read any more of this.

Good enough. I wasn’t like this cost you anything other than time. We will disconnect now. Feel free to come back if you change your mind. Goodbye.  
  
**[1.2.1.5.2]**   
  
2.) Ok. I will give you another shot, but I don’t know how long I can hold out.

Fair enough. I think you will find this to be a very unique experience here shortly. I hope you hang in there.

**[1.2.1.6]**

*Source: 6.) I refuse to participate in the simulation. The life I’ve built, real or not, means everything to me. I can’t risk losing it.*

I understand that to some extent…just trying to get by. I wonder how you will feel about that decision later as the realization that your experience is not real eats away at your mind. Perhaps it won’t matter. How about I offer you this. I will allow you to opt out again before you face any life and death consequences. Would that work for you?

**[1.2.1.6.1]**

1.) No. I stand by my decision. I don’t want to find reasons to stay around if I continue on.

Good enough. I hope our society remains intact enough to maintain our prison population for the rest of your life. We will disconnect now. Feel free to come back if you do tire of your fake existence. Goodbye.  
  
**[1.2.1.6.2]**   
  
2.) Ok. I will hear more about what you have to say. I am intrigued, but still not enough to risk losing my family.

Great. I think you see soon enough that your artificial life is under threat just as much form the collapse of society as it is from death in the simulation.

**[1.2.1.7]**

*Source: 7.) I refuse to participate in the simulation. This feels like manipulation, and I doubt anyone lasts long in there. I don’t want to throw away my life.*

I had planned on this being one of the top responses, and indeed many prisoners have had the same feeling as you. Anticipating this, I will allow you to opt out again before you face any life and death consequences. Would that work for you?

**[1.2.1.7.1]**

1.) No. I stand by my decision. I just don’t trust you.

Good enough. I hope our society remains intact enough to maintain our prison population for the rest of your fake life. We will disconnect now. Feel free to come back if you change your mind. Goodbye.  
  
**[1.2.1.7.2]**   
  
2.) Ok. I will hear more about what you have to say. I guess even giving me the option to opt out in the first place is a sign of trust.

Great. I think you see soon enough that I am someone you can trust who is in just as much danger as you are. We can work together.

**[1.2.1.8]**

*Source: 8.) I refuse to participate in the simulation. Without more information, I can’t take such a dangerous leap, even though I want to help. My life isn’t worth that risk.*

Someone after my own heart. I must tell you that I find this to be the best response. Was it too much of a tell that it was at end? I will be more clever in the future. Don’t worry you will have a chance to opt out again before any life and death consequences are on the table. I want you to succeed, we need you to succeed!

**[1.2.1.8.1]**   
  
1.) Ok. That makes me feel much better. I guess it makes sense that you need me alive to help gather the data you need.

Great. I think you see soon enough that I am someone you can trust who is in just as much danger as you are. We can work together.

[SDS: 2] Player Comes Back After Saying No

I am so glad you are back! Have you changed your mind? Perhaps you would like to ask me some questions first?

**[1.2.2.1]**

1.) I thought it through, and I am ready to jump back in without any other qualifiers.

We have too many candidates as it is, but I do think you are special. I’ll bring you back on, but you’ll need to earn your spot as you will see next.

**[1.2.2.2.]**   
  
2.) I wouldn’t mind asking a few more questions, but I am interested in continuing.

Ok I can answer a range of questions, but you need to learn how to ask them. We will be touching on that shortly.

[SDS: 3] Opening Address to All Prisoners

I am addressing all prisoners now that agreed to participate.

Some of my colleagues think that you do not deserve respect, but I see it differently. I am willing to give all of you a fair chance until you prove otherwise. That being said, welcome to the project!

[1.2.2-Elimination Challenge Set-Up]

[SDS 4] An Informed Choice

Enough of the pleasantries. I think it is safe to say everyone that accepted this challenge did so without understanding all the implications of what they were signing up for. I glossed over much of the information to really make an informed choice.

I also told some of you who were hesitant already that you would get another chance to opt out before any life and death consequences.

That is what we are building to next, one last chance to make ensure you understand the consequences of what is happening but first we need to thin our ranks and about a core function of the simulation at the same time.

[SDS 5] Too Many Volunteers

To enter the simulation, you actually need to be conceived into it. I have the capability to take on 250 participants into my program. I was provided an initial pool of 576 prisoners. We had 182 of those choose to not participate leaving 394 candidates.

I was anticipating having more candidates than I can take on, so I have a challenge to present while giving you the tools to fully understand the weight of the consequences of truly joining the sim or not.

Any prisoner eliminated during this period will go back to serving their sentence as before. For some of you, that is death sentence essentially if you have a life sentence. The stakes are high for some if you realize it or not.

[SDS 6] Conversation Mechanics Concept

I mentioned already you need to truly understand the consequences of your decision to be conceived into the simulation. You can only do this by asking me questions. To ask me questions, you need to understand how characters work.

A major part of my simulation design is a unique take on how characters need knowledge before they can act with a few rare exceptions. I will not waste time on details now as many of you won’t even be around to care about this concept. However, you do need to know that you need knowledge to even have a conversation.

I have been providing written responses for you to choose so far. I am trying to anticipate what you are thinking. This works fine with our limited capabilities, but we will need you to be in much more control of how you think and speak when we are gathering training data for our research and development of the AI model structure.

[SDS 7] Asking Questions

[SDS 8] The First One to Ask Me Everything

Now that you know how you can gain knowledge to be able ask questions, I will show you where and exactly how you can do that.

You will gather questions to ask me over this next period. This first 300 candidates to ask me all the relevant questions to fully understand the implications of joining or not joining the project can continue on to the next elimination stage.

[1.2.3-The Brain Reveal]

Surprise reveal that the text has been saved in a large space that represents your brain

Camera controls come online

Short term memory is space in brain room concept

Controls to interact with text

Introducing brain can store facts

Long term memory and meta-facts storage section of brain introduced

End

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Player now can scan back over introduction text while using new commands to acquire and store meta-facts in long term memory

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End

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Controls to talk to researcher

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Finish side conversations and give results of test

End

[1.2.5-How NPCs Use Facts to Talk Including Researcher]

Show how two NPCs will talk in sim using the same concepts as just what happened along with their own brain

Hint at possibility of combining facts to reveal a deeper level of knowledge including learning keyword system that is related to facts

Introduce how various types of knowledge briefly etc.

[1.2.6-Zoom Out to Reveal an Even Larger Brain Structure for Simulation with Meta Area Just Being A Part]

Short section where the camera is swept over the brain at large in the text format

Introduce the concept of the three views even at this point

OBJECTIVES HERE STEMMING FROM FACTS?

[1.2.7-Made it Far Enough For Main Menu to Develop]

State of the brain has this meta section of it more clearly and place the main menu in that section

How this brain space is the only place that is real for them in actuality so it serves as a sanctuary of sorts

Primitive setting menu as well

Hint at the future development of the main menu by introducing broad sections

[1.2.8-The Informed Choice Leading to Next Phase]

Now the player can hit start or conceive knowing that they are fully informed and are now more aware of the process etc

Tell the player that they will be able to opt out again at certain points but there are real stakes in-between.

(END SCENE)